

By-Laws for the James S. Rickards High School Game Development Club

Article 1 - Purpose

The Rickards High School Chapter of Game Development Club is dedicated to spreading the fun of making games whilst learning how to program and learn modern software such as Blender, Unity, Unreal Engine, etc. The club also teaches people around the locality how to program or make art so that they may find a future job interest by letting members of the club volunteer.

We aim to:

- Teach members how to code while having fun
- Provide opportunities for members and volunteers to contribute positively to their community.
- help create an interest in a growing job market and help people find interest in these jobs.
- Create teamwork skills by participating in Game Jams which allow members to interact with other peers to create a fun video game.

Our mission is to interest and teach students in high schools and middle schools how to make games, since developing games will not only prove to be fun but also an amazing way to learn how to code, which is slowly starting to become a basic skill that most people have. It also teaches students to work in teams and find compromises within ideas creating real world skills.

Article 2 - Club Name

The club will be named James S. Rickards High School Game Development Club.

Article 3 - Club Membership

1. Membership is open to all James S. Rickards High School students who wish to join and are selected to represent the school.
2. Members must maintain a minimum unweighted GPA of 3.0 to remain academically eligible.
3. Membership is confirmed once the student submits the required form

Article 4 - Termination

Misconduct during meetings or submitting inappropriate/malicious games, art, and code will result in termination of membership.

Article 5 - Officer roles and application process

Candidates must fill out an application and run for the position they are most qualified for. All officers must understand the purpose of the club and have sufficient knowledge about it. Officers represent the club and are responsible for conveying a positive image. Officers are appointed by the president, Sriman Narayan Kandi, with the aim of growing the club. If an officer is not making adequate or satisfactory progress, as determined by the sponsor or president, an impeachment process will take place in which the president and sponsor will decide on whether the officer should be removed from their position. The respective duties of the officers are as follows:

President:

- Manages and aids in all club activities
- Responsible for communication, leading meetings, and maintaining connections

Lead Programming Helper:

- Assists members in debugging code that they are finding difficulties in.
- Helps members learn how to code

Secretary:

- Reports all of the information discussed in meetings.
- Runs social media's and keeps everyone updated

Head of Game Jams:

- Find the Game Jams that the club will participate in.
- Will run our very own Game Jam in the last few Winter months

Head of Volunteering:

- Find organizations in which members can teach other students.
- Accounts all the volunteering hours.

Article 6- Meetings

Regular meetings of the Game Development club will be held monthly every 2nd Tuesday, where members will gather during the lunch period to discuss the game jams that they will participate in and new volunteering opportunities they might be interested in. Special meetings may also be called by the President as needed.

Article 7 - Competitions

Game Jams are competitions that the club will participate in, and it will not cost any money to participate in. A Game Jam is a competition where a team, or an individual follows the theme of the Jam and creates a game following that theme in the given amount of time usually a week or a month.

Article 8 - Changes to ByLaws

Approval by either the President or the Sponsor will also allow the amendment to pass and be added to the bylaws.